

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A game device comprising:

priority input device information acquisition means for acquiring priority input device information;

input criteria display means for displaying input criteria, wherein when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, a character input criteria is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, the character input criteria is displayed as the input criteria when a predetermined characteristics of the character input criteria is not provided, and a speech input criteria is displayed as the input criteria corresponding to the character input criteria in regard to the predetermined characteristics of character input criteria when the predetermined characteristics of the character input criteria is provided;

character input processing means which, determines whether or not user input through the character input device corresponds to the input criteria displayed by the input criteria display means, and controls a game on a basis of the determination result; and

speech input processing means which, determines whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria

displayed by the input criteria display means, and controls the game on a basis of the determination result, wherein

the character input criteria and the speech input criteria are different.

2. (currently amended): A game device comprising:

basic string storage means for storing a plurality of basic strings;

substitute string storage means for storing a substitute string corresponding to each of at least one of the plurality of basic strings stored in the basic string storage means;

speech recognition data storage means which,

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage means, stores speech recognition data corresponding to the basic string,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage means, stores speech recognition data corresponding to the substitute string;

priority input device information acquisition means for acquiring priority input device information;

input criteria display means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, displays, as input criteria, the basic strings stored in the basic string storage means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, in regard to the

basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the substitute strings as input criteria;

determination means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that the character input device is selected, determines whether or not the input thereof corresponds to the input criteria displayed by the input criteria display means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that the speech input device is selected, determines whether or not the input thereof corresponds to the speech recognition data correlated with the input criteria displayed by the input criteria display means; and

control means for controlling the game on a basis of the result of determination by the determination means, wherein

the basic strings and the substitute strings are different.

3. (previously presented): The game device of claim 2, wherein

the input criteria display means displays, as the input criteria, the basic strings or the substitute strings in a font size according to the priority input device information acquired by the priority input device information acquisition means.

4. (original): The game device of claim 2 or 3, wherein
the control means comprises means for controlling the probability of predetermined
game events on the basis of the priority input device information acquired by the priority input
device information acquisition means.

5. (currently amended): A control method for a game device comprising:
acquiring priority input device information by a priority input device information
acquisition unit;
displaying, on display means, input criteria, wherein when the priority input device
information acquired by the priority input device information acquisition unit indicates that a
character input device is selected, a character input criteria is displayed as the input criteria and
when the priority input device information acquired by the priority input device information
acquisition unit indicates that a speech input device is selected, the character input criteria is
displayed as the input criteria when a predetermined characteristics of the character input criteria
is not provided, and a speech input criteria is displayed as the input criteria corresponding to the
character input criteria in regard to the predetermined characteristics of character input criteria
when the predetermined characteristics of the character input criteria is provided;

determining whether or not user input through the character input device corresponds to
the input criteria displayed on the display means and controlling a game on a basis of the
determination result; and

determining whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display means, and controlling the game on a basis of the determination result, wherein
the character input criteria and the speech input criteria are different.

6. (currently amended): A program distribution device comprising an information storage medium in which is recorded the program for having a computer function as a game device, wherein the program distribution device reads the program from the information storage medium, and distributes the program, the program comprising instruction for causing a computer to:

acquire priority input device information by priority input device information acquisition means;

display, on display means, input criteria, wherein when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, a character input criteria is displayed as the input criteria and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, the character input criteria is displayed as the input criteria when a predetermined characteristics of the character input criteria is not provided and a speech input criteria is displayed as the input criteria corresponding to the character input criteria in regard to the predetermined characteristics of character input criteria when the predetermined characteristics of the character input criteria is provided;

determine whether or not user input through the character input device corresponds to the input criteria displayed on the display means, and control a game on a basis of the determination result; and

determine whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display means, and control the game on a basis of the determination result, wherein

the character input criteria and the speech input criteria are different.

7. (previously presented): A game device comprising:

means for acquiring priority input device information;

means for displaying input criteria of which at least one of the input criteria is different between when the priority input device information indicates that a character input device is selected and when the priority input device information indicates that a speech input device is selected;

means for determining, when the priority input device information indicates that the character input device is selected and when the priority input device information indicates that the speech input device is selected, whether or not the input thereof corresponds to the different input criteria; and

means for controlling a game on a basis of the determination result.

8. (previously presented): A control method for a game device comprising:

acquiring priority input device information;

displaying, on display means, input criteria of which at least one of the input criteria is different between when the priority input device information indicates that a character input device is selected and when the priority input device information indicates that a speech input device is selected;

determining, when the priority input device information indicates that a character input device is selected and when the priority input device information indicates that a speech input device is selected, whether or not the input thereof corresponds to the different input criteria; and
controlling a game on a basis of the determination result.

9. (previously presented): A program distribution device comprising an information storage medium in which is recorded the program for having a computer function as a game device, wherein the program distribution device reads the program from the information storage medium, and distributes the program, the program comprising:

acquiring priority input device information;

displaying input criteria of which at least one of the input criteria is different between when the priority input device information indicates that a character input device is selected and when the priority input device information indicates that a speech input device is selected;

determining, when the priority input device information indicates that the character input device is selected and when the priority input device information indicates that a speech input device is selected, whether or not the input thereof corresponds to the different input criteria; and

controlling a game on a basis of the determination result.

10. (original) The game device as in any one of claims 1-3, or 7, wherein
the game device is connectable to a character input device and a speech input device.

11.(canceled).

12. (currently amended): A computer-readable information storage medium in which is
stored a program for having a computer to function as a game device comprising:

acquiring priority input device information by a priority input device information
acquisition unit;

displaying, on a display means, input criteria, wherein when the priority input device
information acquired by the priority input device information acquisition unit indicates that a
character input device is selected, a character input criteria is displayed as the input criteria and
when the priority input device information acquired by the priority input device information
acquisition unit indicates that a speech input device is selected, the character input criteria is
displayed as the input criteria when a predetermined characteristics of the character input criteria
is not provided and a speech input criteria is displayed as the input criteria corresponding to the
character input criteria in regard to the predetermined characteristics of character input criteria
when the predetermined characteristics of the character input criteria is provided;

determining whether or not user input through the character input device corresponds to
the input criteria displayed on the display means, and controlling a game on a basis of the
determination result; and

determining whether or not user input through the speech input device corresponds to speech recognition data corresponding to the input criteria displayed on the display means, and controlling the game on a basis of the determination result, wherein
the character input criteria and the speech input criteria are different.

13. (previously presented): A computer-readable information storage medium in which is stored a program for having a computer to function as a game device comprising:

acquiring priority input device information;

displaying input criteria of which at least one of the input criteria is different between when the priority input device information indicates that a character input device is selected and when the priority input device information indicates that a speech input device is selected;

determining, when the priority input device information indicates that the character input device is selected and when the priority input device information indicates that the speech input device is selected, whether or not the input thereof corresponds to the different input criteria; and

controlling a game on a basis of the determination result.

14. (currently amended): A game device comprising:

basic string storage means for storing a plurality of basic strings;

substitute string storage means for storing a substitute string corresponding to each of at least one of the plurality of basic strings stored in the basic string storage means;

speech recognition data storage means which,

when the substitute string corresponding to each of the at least one of the plurality of basic strings has not been stored in the substitute string storage means, stores speech recognition data corresponding to the basic string,

and when the substitute string corresponding to each of the at least one of the plurality of basic strings has been stored in the substitute string storage means, stores speech recognition data corresponding to the substitute string;

priority input device information acquisition means for acquiring priority input device information;

input criteria display means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that a character input device is selected, displays, as input criteria, the basic strings stored in the basic string storage means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that a speech input device is selected, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays the substitute strings as input criteria;

determination means which,

when the priority input device information acquired by the priority input device information acquisition means indicates that the character input device is selected, determines

whether or not the input thereof corresponds to the input criteria displayed by the input criteria display means,

and when the priority input device information acquired by the priority input device information acquisition means indicates that the speech input device is selected, determines whether or not the input thereof corresponds to the speech recognition data correlated with the input criteria displayed by the input criteria display means; and

control means for controlling the game on a basis of the result of determination by the determination means, wherein

the control means comprises means for controlling the probability of predetermined game events on the basis of the priority input device information acquired by the priority input device information acquisition means and ~~The game device of claim 4, wherein~~

the game device is connectable to a character input device and a speech input device.

15. (new): The game device of claim 7, wherein the input criteria displayed when the speech input device is selected corresponds to input criteria when the character input device is selected.

16. (new): The game device of claim 7, wherein the input criteria is displayed based on the input device selected.